
Amsoft
GOLD
macrocosmica
INTERGALACTIC
TRADING CO.
Casino
BY DAVID READING

## LOADING INSTRUCTIONS

To load this program please refer to the cassette/diskette label.

**Cassette version only**

SIDE 1 – SPEED WRITE 1/FAST LOAD
SIDE 2 – SPEED WRITE 0/NORMAL LOAD

If the program fails to load on fast load this does not indicate a fault condition.



A real time space adventure set in the 30th century where trade and export take on a new dimension. The trading boom is at its peak. Millions of credits can be made, and millions lost (a credit is the new universal monetary unit born as a result of the economic boom). The pickings are rich and plentiful and not only for the lone space trader, but also for the governments who reap huge profits from landing taxes, import duties, repair centres and refueling points. Oh! There's the space pirates too... a nasty breed of extortionists and looters. At least the rebels are more civil.

## LEVEL OF PLAY

The level determines three things:–
(1) The initial cash amount a player starts the game with.
(2) The distribution of the planets, cargo, and other objects inside the universe.

(3) The amount of information revealed to a player relating to the planet's type and trading characteristics.

## THE UNIVERSE

At the start of each new game a universe is randomly created as a 3-D structure in the computer's memory.

A universe will contain the following:– 1012 planets, 60 space stations, 62 black holes, and 18 galaxy hypergates. Each of the 1012 planets is individually named and assigned one of a possible 3840 codes. The code determines the trading characteristics of a planet.

The universe is divided into 10 known galaxies (an 11th galaxy is hidden from the player) which are interconnected by hypergates. Each galaxy is divided into 10 sectors of 60 cells each, making a total playing area of 6600 cells. A cell will contain any one of the items mentioned above or remain blank in which case it represents empty space.

## THE SHORT SCANNER

Each galaxy is a 3D structure of 600 cells, 10 sectors of 12 x 5 cells. The short scan will display 27 of the 600 cells, 9 cells in the current sector (displayed in red), 9 cells in the sector behind, and 9 cells in the sector in front (both displayed in green). The central white cells always indicates the position of the ship.

Movement through the galaxy (i.e. launching) can only take place from the short scan. A player may launch to any one of the 26

remaining cells as displayed if they are legal. Data on any item occupying a cell may be retrieved using the onboard Mk1 computer. The amount of data displayed will depend on the level of play. The planet code displayed to the right of the planet name indicates the availability of certain items on that planet. These items are:–

(1) The sale of FOOD, CLOTHING, MEDICINES and SMALL ARMS.
(2) The sale of MACHINERY, RAW MATERIALS, METAL ORES and CHEMICALS.
(3) The sale of PRECIOUS METALS, LUXURY ITEMS, HI-TECH ITEMS and NARCOTICS.
(4) The sale of INTERGALACTIC HYPERDRIVES.
(5) The availability of REPAIR and MAINTENANCE centres.
(6) The availability of SHIP UPGRADE centres.
(7) The availability of a CASINO.

Planets having one or more matching letters in their code will have one or more common factors. The code is scrambled at the start of each game so that the casino represented by the letter 'b' in one game will not necessarily be represented by that letter in another. In addition to scrambling the code, the availability of items on a planet are also scrambled thus ensuring that no two games are ever alike.

Finally, the short scanner displays the fuel level and the estimated fuel required to reach a specific destination.

**THE LONG SCANNER**

The long scanner will display the whole of the

current sector (the sector in which the ship is located) as a 12 cell x 5 cell grid. The white cell marks the position of the ship. The long scanner is invaluable when searching for galaxy hypergates, spacestations, blackholes, and interesting planets. The long scanner is for information gathering only and cannot be used for launching, it requires the installation of a Mk2 computer.

## THE FLIGHT DECK

All important information is displayed and updated while in flight. A player is open to pirate attacks, meteor storms, and magnetic storms when in flight. Fuel and energy levels must be considered when deciding what action to take when confronted by any of the above. If the Mk1 computer energy level drops below 50% no warning will be given leaving the player no opportunity to take evasive action.

## REFUELING

All planets and spacestations carry refuel points. Fuel cost differ on each planet. Fuel consumption is directly related to cargo mass, distance, ship location, and ship destination. A journey between planets will require more fuel than a flight from a planet to a spacestation since the spacestation has no atmosphere and no gravity.

## SHIP REPAIR AND MAINTENANCE

The ship requires regular repairs. Repair centres are available on all spacestations and on some planets. Prices are subject to

fluctuation. Energy depreciation is directly related to distance travelled and cargo mass. Energy depreciation also occurs when evading pirates, flying through meteor storms and magnetic storms, and engaging in battles with pirates.

**EQUIP SHIP**

Some planets will offer ship upgrade centres. In order to make progress in a game additional equipment will have to be purchased. A player may buy additional cargo bays, laser guns, and computers. Not all centres will have intergalactic hyperdrives for sale which are required for travel between galaxies.

**PIRATES**

Pirates roam the universe in groups of 5 to 20 seeking out lone traders to pilfer their cargo or sometimes just use then for target practice. If fuel and energy levels are sufficient a player may outrun an attack, if not, direct confrontation will result. Since pirate ships have shields etc., several direct hits may be required before one is destroyed, although a player's ship carrying 4 or more lasers may destroy a pirate ship with just one direct hit. In most cases the destruction of all the pirates will result in a handsome booty of cargo. Pirate attacks may be avoided by paying protection money when approached.

The pirate attack sequence may be played using either keyboard, or joysticks. The

keyboard keys are:–

| | |
|---|---|
| 'A' key | = UP |
| 'Z' key | = DOWN |
| '\' key | = RIGHT |
| '/' key | = LEFT |
| SHIFT | = FIRE |

**CUSTOMS**
Some planets will have customs posts. Any of these items of cargo, PRECIOUS METALS, LUXURY ITEMS, HI-TECH ITEMS are subject to duty. If a players does not declare any of these items there is a 50% chance that the customs officials will search the ship. If this happens and taxable cargo is discovered then the player must suffer the consequences. NARCOTIC trading is illegal. Customs officials discovering NARCOTICS will confiscate them and in some cases will also impose a fine.

**REBELS**
Rebels may approach a player and offer twice the market price for certain cargo items. In some cases their offer is genuine, in others...

**LANDING TAXES**
Landing taxes are imposed on traders on some planets. The charges are calculated on a daily rate and differ from galaxy to galaxy.

**CARGO PURCHASE**
Not all planets offer cargo items for sale, and some will not offer any. Cargo may be purchased for cash, and in some cases for

credit (i.e. purchases will be debited to the bank). Each unit of cargo purchased will take up one unit of space in the cargo hold, and add 1, 2, or 3 megatons of mass to the ship. The higher the cargo mass, the higher the fuel consumption and energy depreciation.

Occasionally pirates will dump NARCOTICS on a planet forcing down the price to as low as 5 credits per unit

**SELL CARGO**
Cargo may be sold on any planet. Planets engaged in civil war or suffering from famine will pay very high prices for SMALL ARMS, MEDICINES, and FOOD. Such planets may be located with the short or long scanner. The prices offered will decrease with time as the civil war or famine draws to an end when prices will revert back to normal.

**SPACESTATIONS**
There are 6 spacestations in each galaxy. A spacestation offers a variety of services including banking and telex which are described below.

**BANKING**
Pirates will approach a trader for protection money, or on rare occasions will mugg a trader and steal all the cash. It is obvious that the less cash carried, the less protection money will be demanded of the trader, or the less cash lost if the trader is mugged. The bank offers a current account whereby credits may be deposited and used to pay fuel costs and

landing tax charges, and on some planets to pay for certain items of cargo. No interest is paid on any sums deposited in the bank.

**TELEX**

The telex is free, and informs traders of the whereabouts of Mr. Hoo and in some galaxies will inform traders of the substantial rewards offered for the safe return of treasured items.